ELEMENTAL MASTER™

INSTRUCTION MANUAL

SEGA GENESIS

16-BIT CARTRIDGE

OFFICIAL SEGA™ SEAL OF QUALITY

RENOVATION™ PRODUCTS

HANDLING THE SEGA GENESIS CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

DISCLAIMER

The persons, names, places, institutions, incidents and commands in this game are all fictional, and do not refer to or portray any incidents. Any resemblance between the persons, names, places, institutions and incidents in this game and actual persons, names, places, institutions and incidents is purely coincidental.

EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

Thank you for purchasing this "Elemental Master" game cartridge for your Sega Genesis video game system. Please read this manual thoroughly to ensure proper handling of your game cartridge.

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STARTING UP YOUR SYSTEM

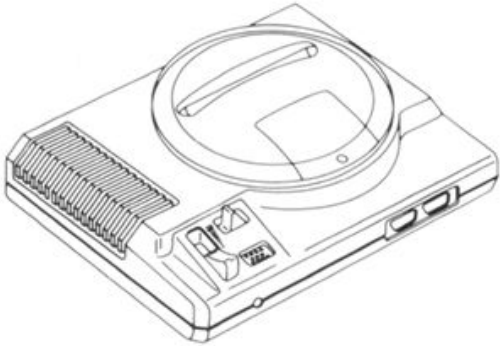
1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.

2. Make sure the power switch is OFF. Then insert the ELEMENTAL MASTER cartridge into the console, *with the label facing towards you* and press it down firmly.

3. Turn the power switch ON. In a few moments, the SEGA screen appears.

4. Press Start when the Title screen appears.

Important: If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.



LORELEI

In medieval times, a city called Lorelei was at the forefront of civilization. It was clean and peaceful. Travelers were greeted with a hearty welcome by King Lorelei, treated to the best the world had to offer and were then sent on their merry way. Every citizen of Lorelei believed they would live peacefully forever under their king. Unfortunately, it was not to be.

As more and more travellers came to Lorelei, the city became infested with thieves, sorcerers and others who disrupted the lives of its citizens. People couldn't leave their homes because they feared for their lives. King Lorelei was aging, and eventually the city was taken over by one evil group—the Harvesters of Gyra, the lord of catastrophe.

A young scholar named Junos challenged the followers of Gyra. He succeeded in sealing the evil beings underneath the city of Lorelei with his powers over the natural elements. Junos believed the citizens of Lorelei would be safe once again. Junos was offered knighthood under King Lorelei, yet soon afterward Junos left to continue his schooling.

Many years later a sorcerer secretly appeared in Lorelei with a plan to summon the Harvesters of Gyra from their confines below the city. One windy night the sorcerer cast a spell, breaking the evil group from their dungeon. Lorelei was reduced to shambles. News came to the city that the great commander of the elements, Junos, had just passed away. Lorelei seemed helpless.

King Lorelei called upon his knights to fight the followers of Gyra. In a matter of hours, the followers of Gyra were once again contained in the dungeon. Or so the people of Lorelei believed.

LORELEI *cont.*

King Lorelei was so thankful to Aryaag, the sorcerer who appeared to be responsible for containing the evil. The king made Aryaag the newest knight of Lorelei. Later, the king's strongest knight, Laden, told the king that the conquest of the evil group was accomplished too quickly and easily. Laden told King Lorelei not to trust Aryaag.

With the king's trust, Aryaag wasted no time in overthrowing him. The king was thrown in the dungeon where the followers of Gyra had been, while the Knights of Lorelei were forced into submission. The citizens of Lorelei were once again surrounded by evil, and Laden was their only hope.

Laden had suspected that the conquest of evil was faked. He was shocked, nonetheless, when Aryaag revealed that he was really Gyra and Laden was his brother. Laden refused to believe it and vowed to save the city. He knew he was strong but taking on Gyra and his men would be a monumental task. Laden needed Junos' power of the elements. He must find this power.

HELP LADEN BECOME THE ELEMENTAL MASTER

Laden needs your help. The power of the elements Earth, Wind, Fire, Water and Light are at your command once you locate Junos' power. Take Laden through multiple levels of action, picking up power and the elements along the way. There are lots of followers of Gyra trying to stop you, so be smart and thorough. Save the city of Lorelei and assure peace there for generations to come. King Lorelei is counting on you, Laden.

GAME OPTIONS AND CONTROL

At the Title Screen, press the Start Button to bring up the stage select menu. To use the Configuration Mode, press the A button and the Start button simultaneously at the Title Screen.

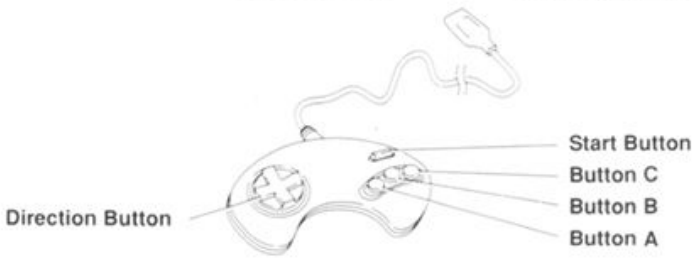
Configuration Mode

Game Level Adjust the difficulty to four different challenge levels. Training mode gives you all Junos' elemental powers. Normal, Hard and Expert require you to find these elemental weapons.

Music/Sound Test Checkout the eerie sound effects and music used throughout the game "Elemental Master."

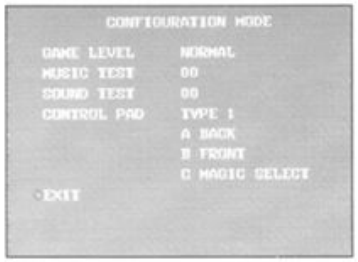
Control Pad You can set your preference of controls for the game. Type 1 is the default setting.

A Button	Fires power backward.
B Button	Fires power forward.
C Button	Selects elemental power.
Control Pad	Move Laden in any direction.
Start Button	Pause game.



COMMAND THE ELEMENTS

Press A or B Button to fire elemental power in either direction. Hold either button down to increase power bar of the element. When power bar flashes, release A or B Button to unleash ultimate power.
NOTE: Ultimate element power is not available for the Light weapon. All other element weapons can be powered up to the ultimate level.



ELEMENTS

Laden begins the Normal, Hard and Expert levels with only the power of Light. As you defeat the Gyra allies at the end of each stage you gain a new elemental power. Each stage determines which elemental power you will gain.

Light power—Laden begins game with this power. A blue light force in two beams is powerful, but cannot be powered-up for ultimate element power.

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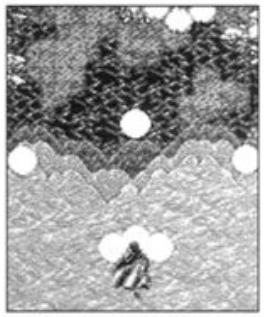
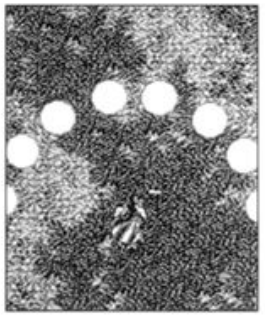
Fire power—Gained from the first stage: the Fire zone. Shoots awesome fireballs straight ahead and to either side at slight angles.

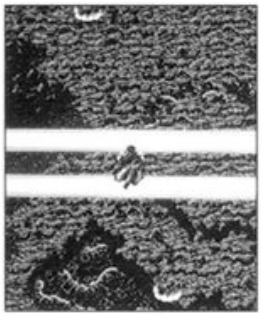


ULTIMATE ELEMENTS: Becomes a swirling fire stream directly around Laden to damage all Gyra followers nearby.

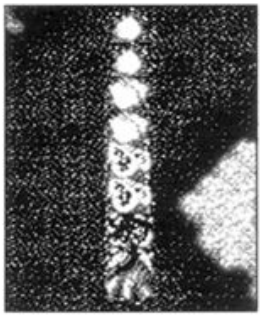


Wind power— Gained from second stage: the Wind zone. Blows away Gyra followers with three streams of wind gushes.

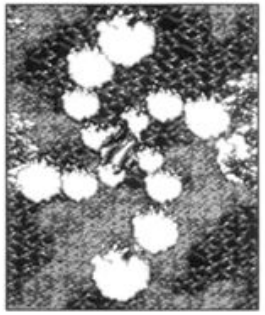
ULTIMATE ELEMENTS: Crystalized air particles gather together and shoot out from Laden's hands. Searches out enemy and destroys.



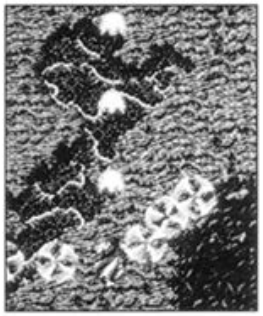
Earth power—Gained from third stage—the Earth zone. Similar to fire power yet a single blast of fire does damage to any Gyra followers in the way.



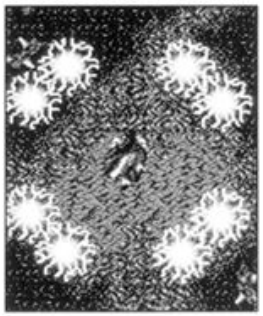
ULTIMATE ELEMENTS: Shoots out round combinations of all elements in every direction in front of Laden. Excellent range makes this the most powerful of the ultimate elements.



Water power—Gained from fourth stage —the Water zone. A quick flow of water jets from Laden's hands while spinning water seeks prey from Laden's sides.



ULTIMATE ELEMENTS: A sharp water blade encompasses the Gyra followers from the top and bottom of the screen. Weakest of all ultimate elements.

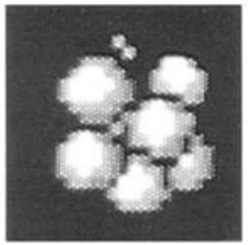


MAGIC BOX ITEMS

Throughout each stage, magic boxes appear to give Laden some extra attack items. Shoot open the magic box and one of the following special items will appear:

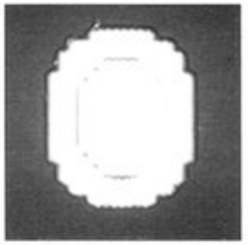
Crystal: Surrounds Laden with a protective shield that can take up to 3 hits before it dissolves.

Magic Rocks: Restores 2 hit point bars for Laden.



Mysterious Medicine: Adds 2 hit point blocks to total hit points possible. Must then be restored with magic rocks.

Mirror: Produces mirror images of Laden to help him in his quest. Puts 3 other images of Laden along side of him, each one with the ability to use the magic of the elements.



FRIENDS AND FOES

Here are the characters that play an integral part in the "Elemental Master" game. Some help you out, others make your task more difficult.

Laden: A knight of King Lorelei's forces. Can command the power of the elements once he finds them. He is the remaining hope of the city of Lorelei.

Neena: A cheerful and strong woman even though she is as small as a bird. She can identify evil and possesses an important secret. She flies around Laden and assists in his fight.

King Gyra: A mysterious masked man. He is responsible for releasing his followers from the dungeon and manipulating King Lorelei. He is Laden's elder brother. Takes on aliases of Aryaag or Roki.

Salome: The evil princess working with King Gyra. She's deceivingly beautiful and cruel in her behavior.

Clauss: Clauss is chief general for King Gyra and known as the Black Dragon King. He can change his form into a black dragon. Clauss is also Salome's brother.

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